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Title: A Battered Diary

Author: ERRICSON  
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April 8:

I have sent all the  
healers away, They can  
do nothing for my  
beloved Palasin, and  
are simply a waste of  
money now. But I may  
still be able to save her.

I have happened upon a  
necromancer by the name  
of Jezrim Mir, who  
claims to know many  
dark secrets concerning  
the entrapment of souls.  
The idea seems most  
promising, but I mustn't

let Pala know of it. She  
is a most Virtuous  
woman, and would be quite  
appalled about what I am  
considering.

April 24:

Jezrim has helped me

conduct the first of my  
experiments. While less  
than successful, he  
assures me this  
proceedure will work, and  
that perhaps the wisp  
was an ambitious, and  
ultimately uneccesary  
attempt. He suggests  
smaller, more ordinary  
animals as they have a  
lifeforce more like  
humans.

April 30:

Success at last! I have  
managed to capture the  
essence of a squirrel. I  
used only a crytsal, as  
the creature is so small.  
Jezrim recommends a

better, sturdier jewel for  
a human. After some  
hunting, I managed to find  
a magnificent diamond  
that Jez says will be  
perfect. Since I can't  
let Pala know what this  
is for, I am having it  
mounted on to an  
extravagant chain of  
diamonds and I shall give  
it to her as soon as it  
comes back from the  
jeweler.

May 18:

I am having trouble  
perfecting the spell for  
Palasin's soul. Jezrim  
has been away (on  
"business" he says) for  
some time now, and I am  
left with nothing but his  
notes, and a book he  
gave me written by the  
late Lord Blackthorn. It  
gives me confidence that  
I am indeed doing the  
right thing. After all,  
what has Pala ever done  
that deserves this kind  
of painful illness? What  
are the so-called Virtues  
doing for her now? No,  
it is up to me to save  
her, and now that I have  
the power to do so,  
nothing will stop me.

June 1:

I am having a hard time  
keeping that meddlesome  
servant out of my study.  
I caught her in here  
yesterday, poking about.  
I don't know what she  
discovered (if anything),  
but I made it quite clear  
that if she divulged any  
of this to my wife, that  
I would make sure she  
regretted it. At any  
rate, I have asked her to  
move out of the house,  
and simply come by each  
day to conduct her  
duties. I've sent the  
household guards away as

well. It's not as though  
they were good for  
anything but playing cards.  
Why should I pay them  
to let the armory collect  
dust? It can do that  
for free.

June 13:

Jezrim has finally  
returned, and together we  
have completed the spell.  
We tested it on a dog  
with perfect results.  
Now I merely need to  
wait for Palasin's death.  
Once her spirit is  
captured, we can focus  
on finding a cure for her  
illness that we can use  
immediately upon her  
release. Timing is  
critical. We must cast  
her into the gem mere  
breaths before she dies,  
so I must be vigilant and  
listen for her call.

June 23:

This cannot be! This  
MUST not be! She has  
abandoned her body in the  
night while I slept and my  
chance at saving her is  
now gone! GONE! What  
now is left for me?!  
How will I carry out my  
days knowing there is no  
hope of keeping her?!  
There must be another  
way. There MUST! I must  
contact Jezrim. Surely  
he knows more than he  
has told me thus far. I  
will do anything, any deed,  
to have her restored to  
me! How could she have  
done this to me?

\*the remaining pages are  
smeared and many seem  
to be torn. They cannot  
be read.\*